You and your partner(s) awaken in a realm unlike your own.
Divine machines glitter from every side of the room, and ask about yourself and those around you.
To make it back home, answer them honestly and reveal your truth to not just the automatons…
but to the partner(s) you are sitting with.

Set the scene:
If possible, please set up the table/space to make you and your partner(s) comfortable. Some examples are:

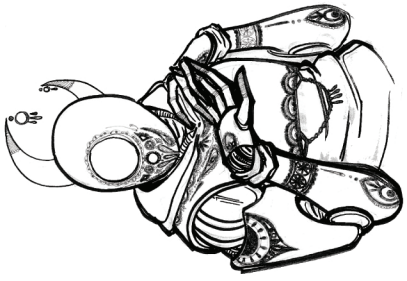
- Set down a tablecloth/blanket/scarf for the cards to be laid out on
- Light some candles (or use battery-operated ones)
- Sit in a circle of items that are beloved by you and your partner(s)

Stack the deck (Optional):
Some cards in the deck work better for certain situations. You and your partner should lay out the cards and decide:

- What cards am I excited to potentially get in my hand? What cards make me feel restless right now?
- Does the restlessness come from something I should talk about? (keep card)
- Does the restlessness come from something that doesn't involve anyone here? (discard card)

Once you have the deck set up, shuffle it and place it between yourself and your partner(s).

Play it:
Everyone draws three cards (or less, depending on how many cards and people are at the table).
Look through your cards and regard them for a moment.
The player who feels most confident in the cards in their hand will go first, and lay a card face up between all players. The player who placed the card in the center is now the Speaker. Anyone else playing at that time is a Listener.
The Speaker will answer the prompt on them, and if they have any needs related to their answer, let them share.
After sharing possible needs, the Speaker will turn the card outward for anyone else who would like to share a reaction or answer the card. Let those who have a reaction speak first, and anyone who would like to share an answer can go after them. If you need help reacting to someone's answer, look at the back of this page.
Once everyone feels satisfied with the interaction, the player to the left of the Speaker will place a card in the center, continuing the cycle.
If a card seems difficult to answer on your turn, reveal and set it aside. If any player would like to speak to it, they may pull it forward and treat it as one of their own cards. After that, it will be the turn of whoever initially set aside the card.
Once the cards you've held have been used, hold hands and/or face each other. Look at all the cards you have spoken to. Each player should share something they're grateful to have learned about their partner(s), and something they're glad to have shared about themself.



Capture
What has captured your interest?
Share some details.

Affection Game

1. Set the scene
Find a place to settle in to.
2. Stack the deck
Decide what cards you want or need to answer.
3. Play!
Draw a card.
Read the question, answer it.
Let people respond to your answer or the card's question.
When satisfied, let another person draw a card and repeat the cycle.

win through vulnerability.

Needs and Reactions:
In this game, you will discuss your needs or share a reaction to what your partner(s) shared with you.

Needs:
For needs, open yourself up to what you honestly would like from your partner after revealing your memories/secrets/fears.

Trust that you are safe to express this need, and if your partner is confused or uncomfortable with what you have requested, talk together and find a compromise. It takes courage to be open about your needs, and to find a course of action together. Below are some examples of what you could bring up.

"I would really like some affirmation about this."
"I'd like to know your side of this story."
"Please share a similar story of yours with me."
"I think a hug would be helpful right now."
"May we talk a little more about this right now?"
"May we talk about this more at a later time?"
"I need some advice for this."

Reactions:
When reacting, wait until your partner has finished speaking to a card's prompt. Take a moment to reflect on how you're going to continue the conversation.

Think about what your partner revealed, and how you might be able to encourage or support them. It takes strength to be vulnerable, and it is good to take the opportunity to be just as open as the person who just shared their story. Below are some suggestions for how to start your reaction.

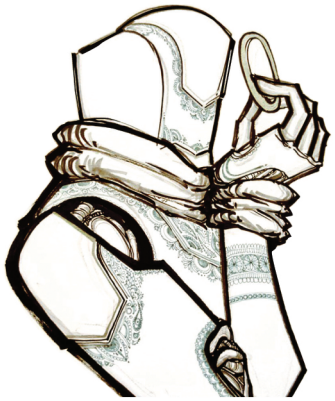
"I'm grateful..."
"May I ask more?"
"This made me think of..."
"You are doing great!"
"Let's hug this out"
"What happened when..."
"That's really tough..."
"How can I help?"
"What do you need from me/us?"
"I am here for you."

Vent

Release some steam.
Share a ridiculous thing
that happened.

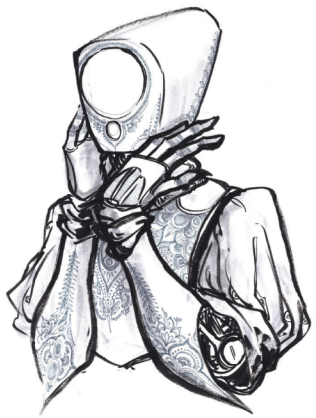
Preen

What do you take pride in?
Emotionally, physically,
or mentally?



Devote

What is something
you have devoted
yourself to?



Cherish

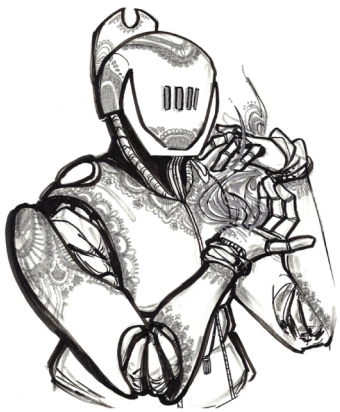
Who or what do you
hold near and dear
to your heart?

Reflect

Look back on when you
and your companion met.
How have you grown?

Gush

List the things
you appreciate about
your companion.



Enchant

Bless your companion.
Say words, do gestures,
cast a spell on them.

Adore

What do you adore most
about yourself or
your companion?

Affection Game

Level 1

Affection Game

Level 1

Affection Game

Level 1

Affection Game

Level 1

Affection Game

Level 2

Affection Game

Level 2

Affection Game

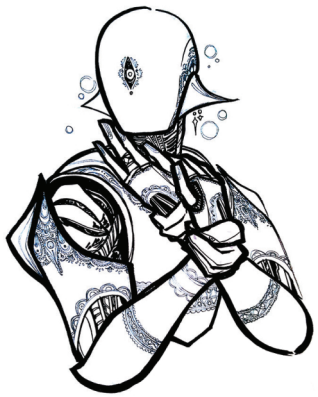
Level 2

Affection Game

Level 2

Soothe

Ask your companion to reassure you on something that troubles you.



Reminisce

Dive into your memories. Share a fond one with your companion.

Embrace

How do you mesh together? Where do you and your companion intertwine?

Confess

Uncover something within. Bring it into the light of the bond you are forming.

Promise

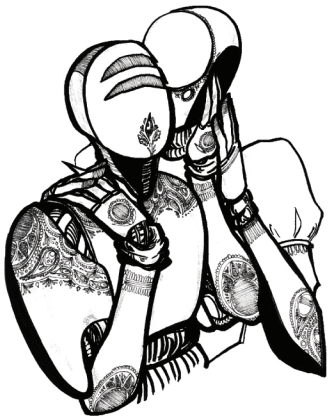
Hold their hand and make a true promise. One you intend to keep.

Offer

So many things to share. Give advice, switch cards, or offer yourself.

Mention

Reveal something about your companion that they may have overlooked.



Admire

How do you appreciate your companion? Please show them.

Affection Game

Level 2

Affection Game

Level 2

Affection Game

Level 3

Affection Game

Level 3

Affection Game

Level 3

Affection Game

Level 3

Affection Game

Level 3

Affection Game

Level 3